

AMENDMENTS TO THE CLAIMS
(ANNOTATED/MARKUP VERSION)

The listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims

1-7 (cancelled).

8 (currently amended). In a computer environment in which a user interacts with the computer using a mouse and a screen, a system~~A computer usable medium containing instructions in computer readable form~~ for carrying out a process for providing ~~thea~~ user with bilingual annotation on a piece of textual information in a first language contained in an electronic document displayed in the user's screen, ~~said process consisting of the following steps:~~

a module for screen-scraping a segment of text adjacent to, or overlaid by, the user's mouse pointer;

a module for calibrating said screen-scraped segment of text into a query, the length of said segment of text being automatically adjusted according to one or more logic, linguistic and/or grammatical rules;

a module for translating said query into a second language; and

a module for displaying a callout on the user's screen a callout dynamically associated with the user's mouse pointer, said callout containing said query and, said query's translation and/or other reading aid information, having a tail which approximately overlaps with the user's pointer, and being adaptive to fit a content therein.;

~~wherein the length of said segment of text is automatically adjusted according to one or more logic, linguistic and/or grammatical rules;~~

~~wherein said callout is dynamically associated with the user's pointer;~~

~~wherein said callout has a tail which approximately overlaps with the user's pointer; and~~

~~wherein said callout is adaptive to fit a content therein.~~

9-14 (cancelled).

15 (currently amended). In a computer environment in which a user interacts with the computer using a mouse and a screen, a method for providing thea user with bilingual annotation on a piece of textual information in a first language contained in an electronic document displayed in the user's screen, consisting of the following steps:

moving the user's mouse pointer to a place in the user's screen;

screen-scraping a segment of text adjacent to, or overlaid by, the user's mouse pointer;

calibrating said screen-scraped segment of text into a query according to one or more rules, the length of said segment of text being automatically adjusted according to one or more logic, linguistic and/or grammatical rules;

translating said query into a second language by looking up a database and applying a set of logic, linguistic and grammatical rules; and

displaying ~~an annotation callout~~ on the user's screen; an annotation callout dynamically associated with the user's mouse pointer, said annotation callout containing said query and, said query's translation and/or other reading aid information, having a tail which approximately overlaps with the user's mouse pointer, and being adaptive to fit a content therein.;

~~wherein the length of said segment of text is automatically adjusted according to one or more logic, linguistic and/or grammatical rules;~~

~~wherein said callout is dynamically associated with the user's pointer;~~

~~wherein said callout has a tail which approximately overlaps with the user's pointer; and~~

~~wherein said callout is adaptive to fit the content therein.~~

16-31 (cancelled).

32 (currently amended). In a computer network which supports a software application, said application having a graphical user interface embedded in each page of a web server's website, said graphical user interface having means for activation or deactivation of said application and means for selecting a second language from a list of languages, a
method for returning to a remote user from a web server a bilingual annotation on a piece of textual information in a first language contained in thea website supported by the web server, consisting of the following steps:

moving the user's mouse pointer to a place in the user's screen;

screen-scraping a segment of text in the first language adjacent to, or overlaid by, the user's mouse pointer, the length of said segment of text being automatically adjusted according to one or more logic, linguistic and/or grammatical rules;

sending said screen-scraped segment of text to the web server;

calibrating said screen-scraped segment of text into a query according to one or more rules;

translating said query into thea second language by looking up a database and applying a set of logic, linguistic and grammatical rules;

returning said query along with said query's translation to the user's computer;
and

sending a signal to displaying on the user's screen a callout dynamically associated with the user's mouse pointer, said callout containing said query and, said query's translation and/or other reading aid information on the user's screen, having a tail which approximately overlaps with the user's pointer, and being adaptive to fit a content therein.;

~~wherein said application comprises a graphical user interface embedded in each page of said web site, said graphical user interface comprising:~~

~~means for activation or deactivation of said application; and~~

~~means for selecting said second language from a list of languages;~~

~~wherein said application is automatically activated when said second language is selected;~~

~~wherein the length of said segment of text is automatically adjusted according to one or more logic, linguistic and/or grammatical rules;~~

~~wherein said callout's position is dynamically associated with the user's pointer;~~

~~wherein said callout's tail approximately overlaps with the user's pointer;~~

~~wherein said callout is adaptive to fit the content therein and~~

~~wherein said graphical user interface further comprises means for setting parameters of said callout.~~

33-41 (cancelled).

42 (cancelled). ~~A system for providing real time multilingual annotation service over a global network from a server to a user, said system consisting of:~~

~~—— (a) a client application which runs on the user's computer, said client application being operable to:~~

~~screen-scrape a segment of text in a first language, said segment of text being adjacent to, or overlaid by, the user's pointer;~~

~~calibrate said screen-scraped segment of text into a query;~~

~~send said query to the server; and~~

~~display an annotation callout which contains said query and a translation of said query; and~~

~~(b) a server application which runs on the server, said server application being operable to:~~

~~translate said query into a second language by looking up a database and applying a set of logic, linguistic and grammatical rules; and~~

~~return the translation of said query to the client application;~~

~~wherein said segment of text is automatically adjusted according to one or more logic, linguistic and grammatical rules;~~

~~wherein said callout is dynamically associated with the user's pointer;~~

~~wherein said callout has a tail which approximately overlaps with the user's pointer; and~~

~~wherein said callout is adaptive to fit the content therein.~~

43-48 (cancelled).

~~49 (cancelled). A method for providing real time multilingual annotation service over a global network from a server to a user, said method consisting of the following steps:~~

~~screen-scraping a segment of text in a first language, said segment of text being adjacent to, or overlaid by, the user's pointer;~~

~~calibrating said screen-scraped segment of text into a query;~~

~~sending said query to the server;~~

~~translating said query at the server into a second language by looking up a database and applying a set of logic, linguistic and grammatical rules;~~

~~returning the translation of said query to the user; and~~

~~displaying an annotation callout which contains said query, the translation of said query, and/or other reading aid information, returned from the server;~~

~~wherein the length of said segment of text is automatically adjusted according to one or more logic, linguistic and/or grammatical rules;~~

~~wherein said callout is dynamically associated with the user's pointer;~~

~~wherein said callout has a tail which approximately overlaps with the user's pointer; and~~

~~wherein said callout is adaptive to fit the content therein.~~

~~50-58 (cancelled).~~

59 (new). In a computer environment in which a user interacts with the computer using a mouse and a screen, a system for carrying out a process for providing the user with bilingual annotation on a piece of textual information in a first language contained in an electronic document displayed in the user's screen, consisting of:

a module for screen-scraping a segment of text adjacent to, or overlaid by, the user's mouse pointer;

a module for calibrating said screen-scraped segment of text into a query, the length of said segment of text being automatically adjusted according to one or more logic, linguistic and/or grammatical rules;

a module for translating said query into a second language; and

a module for displaying on the user's screen a callout dynamically associated with the user's mouse pointer, said callout containing said query and said query's translation, and said callout having a tail which approximately overlaps with the user's pointer.

60 (new). In a computer environment in which a user interacts with the computer using a mouse and a screen, a method for providing the user with bilingual annotation on a piece of textual information in a first language contained in an electronic document displayed in the user's screen, consisting of the following steps:

moving the user's mouse pointer to a place in the user's screen;

screen-scraping a segment of text adjacent to, or overlaid by, the user's mouse pointer;

calibrating said screen-scraped segment of text into a query according to one or more rules, the length of said segment of text being automatically adjusted according to one or more logic, linguistic and/or grammatical rules;

translating said query into a second language by looking up a database and applying a set of logic, linguistic and grammatical rules; and

displaying on the user's screen an annotation callout dynamically associated with the user's mouse pointer, said annotation callout containing said query and said query's

translation, and said annotation callout having a tail which approximately overlaps with the user's mouse pointer.